Search String

EAST SEARCH

Databases

processor or computer or "logic unit" or logic) with (parallel or concurrent) with (processing or e. US-PGPUB, USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB S6 and ((allocate or allocating or allocating or assign or assigned or assigning or ass US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB S6 and ((compare or compared or comparing or comparison) with simulation with (result or outp US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM TDB US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM TDB US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM TDB US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM TDB processor or computer or "logic unit" or logic) with (parallel or concurrent) with (processing or e. US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM TDB US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB FPRS; EPO; JPO; DERWENT; IBM_TDB US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB S6 and ((detect or detected or detecting or detection or identify or identifying or ident US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB US-PGPUB, USPAT, USOCR, FPRS, EPO, JPO, DERWENT, IBM_TDB US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM TDB US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM TDB S6 and ((allocate or allocated or allocating or allocation or assign or assigning or ast US-PGPUB, USPAT, USOCR; FPRS; EPO; JPO; DERWENT, IBM_TDB S6 and ((monitor or monitoring) with (write or read or input or output) with request) US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM TDB US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM TDB FPRS; EPO; JPO; DERWENT; IBM TDB US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB FPRS; EPO; JPO; DERWENT; IBM TDB US-PGPUB; USPAT, USOCR, FPRS; EPO, JPO; DERWENT, IBM TDB US-PGPUB; USPAT, USOCR, FPRS, EPO; JPO; DERWENT; IBM US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM FPRS: EPO: JPO: DERWENT: IBM US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM S6 and ((repeat or repeated or repeating or repeatedly or recursive or recursively) with (request c US-PGPUB; USPAT; USOCR; US-PGPUB; USPAT; USOCR; S6 and ((control or controlled or controlling) with thread with (processing or execution or operatic US-PGPUB; USPAT; USOCR; S6 and ((allocate or allocated or allocating or allocation or assign or assigned or assigning or ass US-PGPUB; USPAT; USOCR; US-PGPUB; USPAT; USOCR; US-PGPUB, USPAT, USOCR, US-PGPUB; USPAT; USOCR; S6 and ((repeat or repeated or repeating or repeatedly or recursive or recursively) with (control S6 and (thread with (processing or execution or operation) with time with (limit or constraint)) S6 and ((compare or compared or comparing or comparison) with (result or output)) S6 and ((monitor or monitored or monitoring) with (write or read or input or output)) S6 and ((budget or budgetted or budgeting) with (time or occupancy or utilization)) S6 and ((request or requested or requesting) with (hardware or resource)) S6 and ((competition or competing) with (write or read or input or output)) 36 and (((hardware or resource)) with (time or occupancy or utilization)) S8 or S13 or S15 or S17 or S19 or S22 or S27 or S31 or S32 or S38 S6 and (thread with (processing or execution or operation) with time) S6 and ((hardware or resource) with (dependency or dependent)) S6 and ((monitor or monitored or monitoring) with request) S4 and (simulate or simulated or simulating or simulation) S6 and (thread with time with (limit or constraint)) S6 and ((lower or higher) with (hierarchy or level)) S6 and (deadlock or deadlocking) S6 and (resource with (manager or controller)) S6 and (thread with (manager or controller)) S6 and ((parallel or concurrent) with thread) S6 and ((hardware or resource) with type) S6 and (request with deadlock) S39 and S40 S2 and S5 S2 or S3

multi-threaded or multithreaded or ((multiple or plurality) near2 (thread or threaded))) with (proce US-PGPUB, USPAT, USOCR, FPRS, EPO, JPO, DERWENT, IBM TDB

57 or S9 or S10 or S11 or S12 or S14 or S16 or S18 or S20 or S21 or S23 or S24 or S25 or S2 US-PGPUB; USPAT, USOCR; FPRS; EPO, JPO, DERWENT; IBM TDB (hardware or resource) with (hierarchy or hierarchical or hierarchized or hierarchize or h US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM TDB

S6 and ((processing or execution or operation) with time with (limit or constraint))

S6 and ((sequential or serial) with thread)

US-PGPUB, USPAT, USOCR, FPRS, EPO, JPO, DERWENT, IBM TDB

US-PGPUB: USPAT; USOCR; FPRS; EPO; US-PGPUB: USPAT;	US-PGPUB, USPAT, USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB US-PGPUB, USPAT, USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB US-PGPUB, USPAT, USOCR; FPRS; EPO; JPO; DERWENT, IBM_TDB US-PGPUB, USPAT, USOCR; FPRS; EPO; JPO; DERWENT, IBM_TDB US-PGPUB; USPAT, USOCR; FPRS; EPO; JPO; DERWENT, IBM_TDB
gned or assigning or a greed or assigning or a greed or assigning or or output) with (control ied or identifying or ideation with (result or our of (limit or constraint)) nstraint)) gned or assigning or a nated or expected) with cursively) with (requestimized or hierarchize or or output))	S89 and (((hardware or resource)) with (time or occupancy or utilization)) S90 or S91 or S92 or S93 or S94 or S95 or S96 or S97 or S98 or S99 or S100 or S101 or S102 S89 and ((compare or compared or comparing or comparison) with (result or output)) S123 or S124 S125 and S126 S89 and ((detect or detected or detecting or detection or identify or identified or identifying or identify or S126 S123 or S126 S128 or S129 S130 and S126 S130 and S126
24 - 75 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8	217 288 150 288 269 6 17 299 299 276 299
\$88 \$89 \$89 \$90 \$90 \$90 \$90 \$90 \$90 \$90 \$90 \$90 \$9	5119 5123 5124 5127 5128 5128 5130 5130

Akio Matsuda et al.

09/964591

EAST SEARCH

1/9/2008

Results of search set S115 Document Kind Codes Title		Issue Date Current OR	Abstract
US 20080005112 A1	Predictive log synchronization MANACING EXECUTION OF MIXED WORLD ONES IN A SIMILITANIED DE MILITANIED DE MILITANI	20080103 707/8	
US 20070296729 A1	MANAGING EXECUTION OF WINED WORKLOADS IN A SIMOLIANEOUS MOLITIFIERS. Unified virtual addressed register file		
US 20070271556 A1	BUILDING A WAVECACHE		
US 20070234284 A1	System and method for leveraging independent innovation in entertainment content and graphics	20071004 717/109	
US 20070234091 A1	Multithreaded dynamic voltage-frequency scaling microprocessor		
US 20070234070 A1	Software self-defense systems and methods		
US 20070234016 A1	Method and system for trace generation using memory index hashing Scheduling in a multipage processor.	20071004 712/227	
US 20070220294 A1	Managing in a marcor processor. Managing power consumption in a multicore processor.		
US 20070220232 A1	Data Processing Architectures		
US 20070219771 A1	Branching and Behavioral Partitioning for a VLIW Processor	20070920 703/15	
US 20070217453 A1	Data Processing Architectures		
US 20070214343 A1	ACROSS-THREAD OUT-OF-ORDER INSTRUCTION DISPATCH IN A MULTITHREADED A		
20070204139	Compact linked-list-based multi-threaded instruction graduation buffer		
20070204137	Multi-threading processors, integrated circuit devices, systems, and processes of operation and	20070830 712/214	
US 20070186208 A1			
20070186028	SYNCHRONIZED STORAGE PROVIDING MULTIPLE SYNCHRONIZATION SEMANTICS		
US 20070184369 A1	Lithography Verification Using Guard Bands		
20070174593	Managing and enhancing execution over parallel pipelines		
20070167751	Method and apparatus for vessel characterization	•	
US 20070162774 A1	Queued locks using monitor-memory wait		
US 200/0162410 A1	SYSTEMS, METHODS AND APPARATOS FOR AUTOMATA LEARNING IN GENERATION		
20070136374	METHOD AND SYSTEM FOR PROVIDING ON-LINE INTERACTIVITY OVER A SERVER-C		
US 20070129924 A1	Partitioning of tasks for execution by a VLIW hardware acceleration system		
20070118596	SYSTEM AND METHOD FOR IMPLEMENTING A CLIENT SIDE HTTP STACK		
US 20070115040 A1	Pulse-signaling circuits for networks on chip		
US 20070113053 A1	MULTITHREADING INSTRUCTION SCHEDULER EMPLOYING THREAD GROUP PRIORIT		
US 20070106990 A1	SYMMETRIC MULTIPROCESSOR OPERATING SYSTEM FOR EXECUTION ON NON-IND		
20070106989	SYMMETRIC MULTIPROCESSOR OPERATING SYSTEM FOR EXECUTION ON NON-IND		
US 20070106988 A1	SYMMETRIC MULTIPROCESSOR OPERATING SYSTEM FOR EXECUTION ON NON-IND		
US 20070106887 A1	SYMMETRIC MULTIPROCESSOR OPERATING SYSTEM FOR EXECUTION ON NON-IND		
US 20070105631 A1	Video game system using pre-encoded digital audio mixing		
US 20070089112 A1	BARREL-INCREMENTER-BASED ROUND-ROBIN APPARATUS AND INSTRUCTION DISF	, - ,	
20070088861	Analyzing the behavior of a storage system	, - ,	
20070083813	Generic, multi-instance method and GUI detection system for tracking and monitoring computer	20070412 715/709	
US 20070083491 A1	Storage of key in non-volatile memory SYSTEMS METHODS AND APPARAT IS FOR MODELING SPECIFYING AND DEPLOYIN	20070412 707/3	
US 20070074180 A1	Systems, Methods and Apparatus for Procedure Development and Verification		
20070074171	Per thread buffering for storing profiling data		
US 20070067755 A1		20070322 717/135	
US 20070044106 AZ	STMIME INIC INCLURACCESSOR OPERATING STSTEM FOR EXECUTION ON NON-IND	20010222 116/108	

	•		
SYMMETRIC MULTIPROCESSOR OPERATING SYSTEM FOR EXECUTION ON NON-IND SYSTEM SIMULATION ON NON-IND System simulation method Printer comprising a printhead and at least two printer controllers connected to a common input in Video game system using pre-encoded macro-blocks and a reference grid Video game system using pre-encoded macro-blocks in an I-frame Video game system using pre-encoded macro-blocks in an I-frame Video game system using pre-encoded macro-blocks in an I-frame Video game system using pre-encoded macro-blocks in an I-frame Video game system using pre-encoded macro-blocks in an I-frame Video game system using pre-encoded macro-blocks in an I-frame Video game system using pre-encoded macro-blocks in an I-frame Video game system using pre-encoded macro-blocks in an I-frame Video game system using pre-encoded macro-blocks in an I-frame Video game system using pre-encoded macro-blocks in an I-frame Video game system using pre-encoded macro-blocks in an I-frame Video game system using pre-encoded macro-blocks in an I-frame Video game system using pre-encoded macro-blocks in an I-frame Video game system using pre-encoded macro-blocks in an I-frame Video game system using pre-encoded macro-blocks in an I-frame Video game system using pre-encoded macro-blocks in an I-frame			
US 20070044105 A2 US 20070043935 A2 US 20070019016 A1 US 20070010329 A1 US 2007009043 A1 US 2007009042 A1 US 2007009036 A1 US 2007009036 A1 US 2007009035 A1 US 2007009035 A1 US 2007009035 A1	20070006231 20070006171 20060294347 20060294312 20060282839 20060274112 20060253271	20060248527 20060236136 20060236135 20060221980 20060221980 20060206635 20060195683 20060190946 20060187251 20060187251 20060187251 20060187251 20060187251 20060187251	20060179284 20060179283 20060179281 20060179280 20060179279 20060179274 20060179274 20060179274 20060179274 20060168399 20060168462 20060164453

20070215 703/14
20070215 703/14
2007011 463/42
2007011 375/240.24
2007011 375/240.16
2007011 375/240.16
2007011 375/240.16
2007011 375/240.16
2007011 375/240.10
2007011 375/240.10
2007011 375/240.10
2007011 375/240.10
2006128 712/244
2006128 712/244
2006128 712/244
2006128 713/300
20061109 713/300
20061109 713/300
20061109 713/300
20061109 713/300
20061109 713/300
20061109 713/300
20061109 713/300
20060110 713/300
2006081 712/216
2006081 712/216
2006081 712/214
2006081 712/214
2006081 712/214
2006081 712/214
2006081 712/214
2006081 712/214
2006081 712/214
2006081 711/110
2006081 711/110
2006081 711/110
2006081 711/110
2006081 711/110
2006081 711/110
2006081 711/110

20070222 718/108 20070222 712/228

Method of expelling ink from nozzles in groups, alternately, starting at outside nozzles of each greemptive multitasking employing software emulation of directed exceptions in a multithreading Software emulation of directed exceptions in a multithreading processor. Software emulation of directed exceptions in a multithreading processor. Mechanism to emulate user-level multithreading on an OS-sequestered sequencer. Storage of multiple keys in memory. Apparatus, method and system for aggregrating computing resources. Use of variant and base keys with three or more entities. Printer controller for providing data and command via communication output. Printer controller for providing data and command via communication output. Printer controller for causing expulsion of ink from nozzle sin groups, starting at outside nozzles. Use of variant and base keys with two entities. Storage of program code in arbitrary locations in memory. Printer controller for at least martially compensating for entities.		Configurable image processor Storage of key in arbitrary locations in memory Scalable, two-stage round robin arbiter with re-circulation and bounded latency Configurable multimode despreader for spread spectrum applications Methods and apparatus for supporting programmable burst management schemes on pipelined Conditional breakpoint using breakpoint function and breakpoint command Program flow control: contexts in environments not supporting direct modification of the CPU stages in Multi-threaded processing design in architecture with multiple co-processors
US 20060164451 A1 US 20060161421 A1 US 20060161421 A1 US 20060143454 A1 US 20060143350 A1 US 2006013988 A1 US 2006013938 A1	US 20060125854 A1 US 20060110199 A1 US 20060100845 A1 US 20060098044 A1 US 20060095606 A1 US 20060092222 A1 US 20060092205 A1 US 20060087525 A1 US 2006008762 A1 US 2006008762 A1	US 20060067592 A1 US 20060061795 A1 US 20060013286 A1 US 2006002412 A1 US 20050233939 A1 US 20050273785 A1

20060727 347/12
20060720 718/102
20060720 703/26
20060720 703/26
20060629 713/170
20060629 347/13
20060629 347/13
20060629 347/14
20060629 347/14
20060629 347/14
20060622 347/14
20060622 347/14
20060622 347/14
20060622 347/14
20060622 347/12
20060615 717/136
20060615 717/136
20060615 347/12
20060615 347/12
20060615 347/12
20060615 347/12
20060615 347/12
20060615 347/12
20060615 347/12
20060615 347/12
20060615 347/12
20060615 347/12
20060615 347/12
20060615 347/12
20060615 347/12
20060615 347/12
20060615 347/12
20060615 347/13
20060619 347/13
20060501 347/14
20060501 347/14
20060501 347/14
20060501 347/14
20060501 370/412
20060109 375/141
20060109 375/141
20060109 376/141
20060109 376/141
20060120 714/34
20065120 714/34

ized objects to store data I multiprocessor SoC	20051110 711/1 with a diagnostic medical ultrasoun 20051110 600/437	20051020 710/52	20050915 717/140			20050811	ate other threads 20050728 712/227	200307.07	2005052		urces	20050519	20050421	20050414 714/47	20050303	20050303	20050224 711/118		20041230 710/200	20041202 718/100	20041125 718/100		, and program parallelization progr אחלקן איז	20040923 710/1	20040923	20040819		STRIBUTING PERSONALIZED W 20040603 705/59				20030911	20030703	20030703	20030703	1000000	multithreaded central processing t 20030605 712/220
Smart memory based synchronization controller for a multi-threaded multiprocessor SoC	Synchronized storage providing multiple synchronization semantics Advanced application framework system and method for use with a diagnostic medical ultrasoun	Method of and device for changing an output rate Software self-defense systems and methods	Software self-defense systems and methods	Predictable design of low power systems by pre-implementation estimation and optimization	Software self-defense systems and methods	Automatic generation of graphical program code for a graphical program based on the target plai	Programmable event driven yield mechanism which may activate other threads Mechanism to evoloit synchronization overhead to improve multithreaded performance	Across-thread out of order instruction dispatch in a multithreaded graphics processor	Modular gateway	Integrated mechanism for suspension and deallocation of computational threads of execution in	Mechanisms for dynamic configuration of virtual processor resources	System and method for implementing a client side HTTP stack	Method and apparatus for automatic modeling building using inference for IT systems	Safety controller with safety response time monitoring	integration of assuming quanty of service for programs executing of a maintineaded processor. Integrated mechanism for suspension and deallocation of computational threads of execution in	Cross-platform virtual tape device emulation	Multi-core multi-thread processor	Method and framework for tracking/logging completion of requests in a computer system	Queued locks using monitor-memory wait	Decentralized, Distributed Internet Data Management	Packet processing system	Systems and methods for investment decision support	Program parallelization device, program parallelization method, and program parallelization progr Memory recycling in computer systems	Memory mapping in a multi-engine processor	Diagnostic medical ultrasound system having a pipes and filters architecture	Programmable event driven yield mechanism which may activate other threads	Technique for reaching consistent state in a multi-threaded data processing system	METHOD AND APPARATUS FOR GENERATING AND DISTRIBUTING PERSONALIZED N	mentod and apparatus to quiesce a portion of a simulaments minimmed ed to fine processing to Array of parallel programmable processing engines and deterministic method of operation the sa	Computing grid for massively multi-player online games and other multi-user immersive persister	Methods and components for mechanical computer	System and method for designing, developing and implementing internet service provider archite	Instruction sequences for suspending execution of a thread until a specified memory access occ	Coherency techniques for suspending execution of a thread until a specified memory access oc	Method and apparatus for suspending execution of a thread until a specified memory access occ	inetriou and apparatus to quiesce a portion of a sittinural education leaded central processing to Monitor manager that creates and executes state machine-hased monitor instances in a digital s	היאורות היאורים היאורים להמנכים מוזמ כאכסמוכים אימים ווזמסו וווזמ-אמפכים
20050257083 A1 20050251639 A1	20050251613 A1 20050251040 A1	US 20050235075 A1 N	20050204348 A1			20050177816 A1	US 20050166039 A1 N		20050135387 A1					US 20050081117 A1 81	. F	_	US 20050044319 A1 N	_	-		US 20040237085 A1 F		US 20040193828 A1 N			_		US 20040107169 A1 N				٠ ۲		20030126375 A1		20030103944 A1	_

20030220 711/104 20020905 709/226 20020808 705/59 20020711 715/513 20020627 707/104 1 20020328 717/105 20020328 707/10 20011115 375/150 20080101 347/9			20070724 718/100 20070710 711/154 20070605 718/1 20070515 718/102 20070508 718/105 20070501 710/200		20060725 714/18 20060117 345/582 20060103 712/34 2006103 709/224 20051227 711/154 20051129 709/217 20051101 717/128 20050823 375/142 20050809 718/102
Multi-threaded random access storage device qualification tool Method of simulating operation of logical unit, and computer-readable recording medium retainin System and method for licensing management Component models Component models Decentralized, distributed internet data management System and method for leveraging independent innovation in entertainment content and graphics Speculative caching of individual fields in a distributed object system Configurable multimode despreader for spread spectrum applications Printhead module for expelling ink from nozzles in groups, alternately, starting at outside nozzles Across-thread out of order instruction dispatch in a multithreaded graphics processor	Method and apparatus for automatic modeling building using inference for IT systems Configuring methods that are likely to be executed for instrument-based profiling at application ru Dynamically configuring selected methods for instrument-based profiling at application run-time Printhead module having a dropped row Level 2 cache index hashing to avoid hot spots Printhead module having a communication input for data and control Method of manufacturing left-banded and right-banded printhead modules	Printhead comprising for thinked modules Printhead comprising afferent printhead modules Printhead controller for supplying data to one or more printheads via serial links: Method of storing bit-pattern in plural devices Printer controller for supplying data to a printhead module having one or more redundant nozzle: Yield on multithreaded processors	Unitied network thread management Storage of program code in arbitrary locations in memory Technique for reaching consistent state in a multi-threaded data processing system. System and method for implementing a client side HTTP stack Method and apparatus for dynamically balancing call flow workloads in a telecommunications sy: Queued locks using monitor-memory wait Scalable two-state round robin arbiter with re-circulation and bounded latency	Printer comprising two uneven printhead modules and at least two printer controllers, one of while Printer comprising two uneven printhead modules and at least two printer controllers, one of while Printhead having printhead modules vertically offset at join region. Coherency techniques for suspending execution of a thread until a specified memory access occ. Method and apparatus for generating and distributing personalized media clips. Safety controller with safety response time monitoring. System and method for leveraging independent innovation in entertainment content and graphics. Printer comprising two uneven printhead modules and at least two printer controllers, one which Ordered semaphore management subsystem.	Functional validation of a packet management unit Programmable graphics processor for generalized texturing Hardware accelerator for an object-oriented programming language System, method and computer program product for analyzing e-commerce competition of an ent Hardware enforced virtual sequentiality Streaming content over a telephone interface Parallelism performance analysis based on execution trace information Configurable multimode despreader for spread spectrum applications Diagnostic medical ultrasound system having a pipes and filters architecture Software-based speculative pre-computation and multithreading
US 20030037203 A1 US 20020124085 A1 US 20020107809 A1 US 20020081736 A1 US 20020083078 A1 US 20020038301 A1 US 20010040915 A1 US 7314261 B2 US 7314261 B2	7296256 7293260 7293259 7290852 7290116 7281777	7275805 7275805 726661 7252353 7251814	US 724335 B2 US 7243193 B2 US 7226543 B2 US 7219346 B2 US 7216348 B1 US 7213093 B2	US 7,200.99 B2 US 7163345 B2 US 7163345 B2 US 7127561 B2 US 717048 B2 US 717048 B2 US 7103873 B2 US 7093989 B2	US 7082552 B2 US 6987517 B1 US 6983357 B2 US 6983320 B1 US 6981110 B1 US 6970915 B1 US 6961925 B2 US 6934319 B2 US 6932767 B2 US 6928645 B2

		20021210 20021112 20020827 20020611 20020604 20020604	20011218 20011127 20011127 20011106 20010629 200106529	tions among contexts in \$\(\) 20010522 \(711100 \) color 1000 \(717128 \) codes in a processor \(20010424 \) 712/23 ded operating system \(20010320 \) 703/26 tem \(20010306 \) 707/206 mory shared by multiple \(20010306 \) 707/206 if file formats \(20010306 \) 707/100
Debugging techniques in a multithreaded environment Programming system and thread synchronization mechanisms for the development of selectively Programming system and thread synchronization mechanisms for the development of selectively Multi-threaded random access storage device qualification tool System and method for real-time streaming of ultrasound data to a diagnostic medical ultrasound Client-server task distribution system and method Mapping requests from a processing unit that uses memory-mapped input-output space Temporary halting of thread execution until monitoring of armed events to memory location identitions.	Decentralized, distributed internet data management Speculative caching of individual fields in a distributed object system Blackboard-centric layered software architecture Method for scheduling threads in a multithreaded processor	Method and apparatus to quesce a portion of a simultaneous multithreaded central processing to Debugging techniques in a multithreaded environment. Method for scheduling contexts based on statistics of memory system interactions in a computer Timing related bug detector method for detecting data races. Method and computer program product for an online monitoring search engine.	Method for estimating statistics of properties of memory system transactions Network enhanced bios enabling remote management of a computer without a functioning opera Server stress testing using multiple concurrent client simulation Techniques for an interrupt free operating system Hardware simulator for a transaction processing system Apparatus for dynamically reconfiguring a processor Method for providing virtual memory to physical memory page mapping in a computer operating:	Method for estimating statistics of properties of memory system interactions among contexts in a Parallelism performance analysis based on execution trace information. Moving data in and out of processor units using idle register/storage functional units. Apparatus for generating out-of-order results and out-of-order condition codes in a processor Methodology for emulation of multi-threaded processes in a single-threaded operating system. Apparatus for spatial and temporal sampling in a computer memory system. Method and apparatus for generational garbage collection of a heap memory shared by multiple. Mapping interface for a distributed server to translate between dissimilar file formats. Apparatus for sampling instruction execution information in a processor pipeline.
US 6848097 B1 US 6826752 B1 US 6789160 B2 US 6733449 B1 US 6711616 B1 US 6694380 B1 US 6695192 B2	US 6671686 B2 US 6618737 B2 US 6574653 B1 US 6549930 B1	US 64805141 B1 US 6442585 B1 US 6405326 B1 US 6401118 B1 US 6366947 B1	US 6324/8 B1 US 632464 B1 US 6324492 B1 US 6314471 B1 US 6275785 B1 US 6240502 B1	US 623/039 B1 US 6230313 B1 US 6223208 B1 US 6205414 B1 US 6202127 B1 US 6199068 B1 US 6195748 B1